

Client Requirement Document

PROJECT: Tinhead	SNES
Produced by: Stuart Whyte/Paul Hibbard, Vice President of Publishing Date: 25th Feb 1994	

Business Aim: To fulfil publishing plan for budget 94/95

Performance Spec.:

1. Conversion of Megadrive platform game. The conversion should be as similar to the original megadrive version as possible although changes may need to be made due to the different machine specifications.
2. Cartridge size to be 8Mbit.
3. Suitable for worldwide market.
4. Should work on standard SNES.
5. No translations planned (subject to Nintendo approval).
6. Must launch in Oct '94.
7. Reviewable version ready at appropriate time before launch.

Project Description:

Sonicesque platform game with cutesy metamorphic robot who runs round various levels collecting stars and trying to save the galaxy from the evil Grim Squidge.
Developed externally by Gordon Fong (Software Sorcery).

Priority: To be determined by client.

Objectives Priority: Time 10, Quality 8, Cost 7

Constraints: Launch Oct '94.
Budget cost of £37,000

Success Criteria: Launch on time
85%+ reviews
Euro Sales 15K
US Sales 0K

CRD APPROVED AND ACTIVE

Signed..... (Sponsor)

Date.....

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